Some models still require skin or format conversions (some are in Md2, but when I convert to Mdl using Noesis, transparencies in the model skin for example, aren’t preserved). In some cases I included the original files in case anyone wants to have a look and see if they can convert any of these (five additional Trees and one Fern, from Heretic Extras). Some objects need a particular function like setting barrels to be explosive ones, for example. The Slime spewer has the slimepod sound from Heretic 1 and a model from Heretic II; in Heretic it creates combustible “slime pods” (like Doom barrels, but you can push them around, they move quite easily), in Heretic II it sprays a green toxic mist. Here maybe a reasonable equivalent would be to have it spawn a slime-textured lava-ball, it would also be cool if the slimeballs did pile up/persist and would explode if hit with enough damage.

|  |  |  |
| --- | --- | --- |
| Filename | Description (Source) | Notes |
| Tree1 | Autumn Tree (Redfield) |  |
| Tree2 | Pine Tree (Redfield) |  |
| Tree3 | Pine Tree (Scraggy, Redfield) |  |
| Tree4 | Pine Tree (Small, Redfield) |  |
| Tree5 | Dead Tree (Doom) | Skin import needed |
| Tree6 | Dead Tree (Heretic Extras) | Skin import needed |
| Tree7 | Dead Tree |  |
| Tree8 | Dead Tree (Doom) | Skin import needed |
| Tree9 | Dead Tree (Heretic Extras) | Skin import needed |
| Tree10 | Dead Tree (Heretic Extras) | Skin import needed |
| Grass1 | Grass (Heretic II) |  |
| Grass2 | Grass (Heretic II) |  |
| HangingMoss | Hanging Moss |  |
| HangingEgg | Hanging Egg | Destructible, use to spawn spiders/vorelings |
| Fern1 | Fern (Heretic Extras) |  |
| Fern2 | Fern (Heretic Extras) |  |
| PlantVase1 | Plant Vase (Heretic II) |  |
| PlantVase2 | Plant Vase (Hexen II) | Skin conversion needed |
| SeaWeed1 | Seaweed (Deepness Below) |  |
| SeaWeed2 | Seaweed | Skin conversion needed |
| Starfish | Starfish | Use in Twilight fish tanks |
| Slimespewer | Slime-spewing plant (Heretic II) | \*See discussion above |
| Crystal | Crystal (Heretic II) | Add alpha, make it glow/emanate blue light |
| Birdnest | Bird nest (Heretic II) |  |
|  |  |  |
| Light1 | Large Lantern (Fantasy Quake) |  |
| Light2 | Large Chandelier (Heretic) |  |
| Light3 | Firepot (Hexen) | Skin import needed |
| Light4 | Gargoyle Brazier (Heretic) |  |
| Light5 | Candelabrum (Heretic II) |  |
| Light6 | Skull Candelabrum (Doom) | Skin import needed |
|  |  |  |
| Corpse1 | Hanging Man (An Old Old Evil) |  |
| Corpse2 | Hanging Man (An Old Old Evil) |  |
| Corpse3 | Hanging Man (Heretic Extras) | Skin import needed |
| Corpse4 | Hanging Skull (Heretic Extras) |  |
| Corpse5 | Roasting Man (An Old Old Evil) |  |
| Corpse6 | Skeleton Cage |  |
| Corpse7 | Skeleton |  |
|  |  |  |
| Barrel1 | Wooden Barrel (Heretic) |  |
| Barrel2 | Woven Basket (Heretic II) |  |
| Barrel3 | Clay Jar (Heretic II) |  |
| Barrel4 | Pot (Hexen II) |  |
| Barrel5 | Pot (Hexen II) |  |
| Barrel6 | Urn (Hexen II) |  |
|  |  |  |
| Equipment1 | Ballista (Hexen II) |  |
| Equipment2 | Catapult (Hexen II) | Skin conversion needed |
| Equipment3 | Cart (Hexen II) | Skin conversion needed |
| Equipment4 | Wheel (Madfox) | Use to show moving chains/cables at stations |
| Equipment5 | Boat (Heretic Extras) | Skin import needed |
| Equipment6 | Trident (Deepness or Heretic) | Use as projectile/spike trap under water |
| Equipment7 | Sea Chest (Heretic II) | Use as under water variant of treasure chest |
| Equipment8 | Shield 1 (Heretic Extras) |  |
| Equipment9 | Shield 2 (Heretic Extras) |  |
| Equipment10 | Swords Crossed (Heretic Extras) |  |
| Equipment11 | Throne (Heretic II) |  |
| Equipment12 | Shrine (Heretic II) |  |
| Equipment13 | Hanging Sign (Heretic II) |  |

The first row includes monsters which I am aware of having a “statue.” If I missed any, let me know, or feel free to just add them in! The end of the first row is the two miscellaneous statues from Drake (Hexen II Angel and Player/Ranger), and which are already included in Keep. The rest of the models are from the Hexen/Heretic series (including Hexen II, Heretic II, and fan-created 3d models of original Heretic sprites), Rune, Doom, and some of these require further work to be usable, as noted below. If something is in **bold**, that is a monster/creature I’d like to make a statue out of, but it still has all its animations, so what is needed is to just pick a few good poses and get rid of all the rest. Naitelveni’s amazing brush statues are also included.

|  |  |  |
| --- | --- | --- |
| Filename | Description (Source) | Notes |
| Bust1 | Dragon Head (Heretic II) |  |
| Bust2 | Fish Head (Heretic II) |  |
| Bust3 | Fish Head (Heretic II) |  |
| Bust4 | Skull Pole (Heretic II) |  |
| Bust5 | Skulls with Candles (Doom) | Skin conversion needed |
| Bust6 | Evil Eye (Doom) | Use on shrines? |
| Bust7 | Chaos Orb (Hexen II) | Skin conversion needed |
| Bust8 | Demoness (Hexen II) |  |
| Statue1 | Praying angel (From a Q1SP jam) |  |
| Statue2 | Goddess (Heretic Extras) | Importing skin needed |
| Statue3 *(Not in-game)* | Pompeii Bust (Heretic Extras) | *TOO TALL OF SKIN* |
| Statue4 | Caesar (Hexen II) |  |
| Statue5 | King (Hexen II) | Skin conversion needed |
| Statue6 | Corvus (Heretic II) |  |
| Statue7 | Neptune (Hexen II) | Skin conversion needed |
| Statue8 | Pharoah (Hexen II) |  |
| Statue9 | Stygian (Heretic II) |  |
| Statue10 | Guardian (Heretic II) |  |
| Statue11 | Dragon (Heretic II) |  |
| Statue12 | Snake (Hexen II/Snaut Jam) |  |
| Statue13 | Lion (Hexen II) |  |
| Statue14 | Lizard (Heretic II) |  |
| Statue15 *(Half in-game)* | Orb Gargoyle (Heretic) | Two files; *TOO TALL OF SKIN* |
| Statue16 | Winged Gargoyle (Heretic Extras) | Two files |
| Statue17 | Gargoyle (Madfox) |  |
| Statue18 | Pedestal (Doom) |  |
| Statue19 *(Not in-game)* | Spiked Pillar (Heretic) | *TOO TALL OF SKIN* |
| Statue20 | **Horse (Hexen II)** | Skin conversion needed |
| Statue21 *(Not in-game)* | **Centaur (Hexen)** | *TOO TALL OF SKIN* |
| Statue22 | Hel (Rune) | Importing skin needed |
| Statue23 | **Chaos Serpent (Hexen)** |  |
| Statue24 | Baron of Hell / Satyr (Doom) | Two files; Importing skin needed |
| Statue25 | **Balrog (Madfox)** |  |
| Statue26 | **Wolf (Redfield)** |  |